



## **Relaxed Day at Gunnorsbury Information for Families**

### **About the Museum**

Gunnorsbury Park Museum was once a large family home with huge gardens. For over 100 years it belonged to the very wealthy Rothschild family, and when they left, the building became a Local History Museum surrounded by a Public Park. The building itself is over 200 years old.

### **What is the Relaxed Day?**

On Monday 8<sup>th</sup> April 2024 Gunnorsbury Park Museum will be holding a special event day, exclusively for families with children on the autistic spectrum and those with additional sensory needs. There will be some fun activities that you can take part such as dressing up, junk box modelling and following a trail to find the five missing aliens. The event takes place between 11.00am and 3.00pm, and you can choose to arrive and leave at any time during the event opening hours. Museum staff will be happy to help. They wear green lanyards.

### **What is Set to Stun?**

Set to Stun tells the story of the West London set designers, model makers, prop makers costume makers, mask makers and composers who created the alien worlds for some of the UK's best loved Sci-Fi Films and TV series. The exhibition opened on the 20<sup>th</sup> of October 2023 and be open every day (Tuesday -Sunday) until June 2024.

### **How to get to Gunnorsbury**

#### **Travelling to Gunnorsbury by train**

Acton Town tube station (Piccadilly and District lines)

Turn left when you leave the station and walk along Gunnorsbury Lane for about 10 minutes, crossing the A406.

#### **Travelling to Gunnorsbury by bus**

The E3 bus stops close to the Museum's entrance driveway on Pope's Lane.

#### **Travelling to Gunnorsbury by car**

There are two car parks available at Gunnorsbury. If you are using a SatNav please use the postcode W3 8LQ. The Museum car park is accessed through the ornate Main gates.

[Museum Car Park Qus: How to find the car park - YouTube](#)

Follow the drive around to the walled Museum car park. Payment for this car park is only available via the RingGo App. [Museum Car Park Qus: Spaces - YouTube](#)

Should the Museum car park be full, the main car park is a short walk from the Museum. Exit back onto Pope's Lane, Take the first car park on your left signed Gunnersbury Park and Capel Manor car park. The lane is immediately after the pedestrian crossing.

*Blue Badge holders – Very Important!*

Parking for blue badge holders is Free. You can park in any space in both car parks, but you must register in advance by calling 0208 418 9445

## What to bring on the day?

A charged **smart phone** for photographs *and* to access additional audio content in the exhibition via QR codes. Free wi-fi for visitors is available, please ask for the code on arrival.

A **packed lunch/snacks and drinks** to eat in the conservatory, accessed via the Drawing Room on the ground floor. If you need a quieter environment, just ask a member of staff as other rooms can be made available. Bottled water, snacks and ice cream can also be purchased from the Museum shop (card only).

We will be lowering lighting levels across the Museum, but if you are especially sensitive to light, you may wish to bring some **light blocking glasses**.

We will be lowering sound levels in the galleries, but if you are especially sensitive to noise, do bring **ear defenders/headphones/ear plugs** with you.

You may wish to bring a **card for payment** if you would like to buy anything from the museum shop.

Do also bring any favourite **toy** to visit the Exhibition with you, or any item which makes you feel comfortable.

## Is there somewhere to leave coats?

There is an unstaffed cloakroom on the ground floor to leave bags, coats and pushchairs should you wish.

**Pushchairs** are welcome in every gallery, and each floor of the Museum is accessible via the central lift.



## Arriving at the Museum

### The Museum Entrance

While walking through the park to the Museum entrance there will be the sound of the traffic on the road in the distance and the sounds of birds in the trees. Outside the Museum entrance is a gravel path, which can sound crunchy when you walk on it, and there's a metal

ramp which can sometimes make a "clanking" sound when walked on. This leads into the Museum entrance hall.

Inside the entrance hall is the Museum shop and reception desk. At the desk there will be a member of staff, and there may be other families entering the Museum as well. The first Exhibition gallery space is accessed off the hall, on your left.

Many rooms in the Museum have high ceilings, and lots of hard surfaces. Some of the larger gallery spaces on the ground floor can sound noisy even with just one or two families in. You might find that galleries on the first and second floor are a good place to be, if there are lots of families on the ground floor. If at any time you would like to go to a very quiet place with just your family, please ask a member of staff.

The different materials on the floor, such as wood, stone and vinyl, might feel and sound different as you walk on them. There are also spotlights to highlight objects in many of the rooms.

## Getting Around



The Museum is on three floors. The lift goes to all three floor. The lift has glass windows so you can see outside the lift when you are travelling in it.

Next to the lift there are stone stairs leading to the next floors. They are quite steep so please hold on to the side rail. Footsteps can be noisy in this area.

To get to the 1<sup>st</sup> floor there are also steps by the main entrance. These go up to the Leisure Gallery.



There are four toilets next to each other on the Ground Floor. There is an accessible toilet and a baby changing area as well.

### **Eating and drinking**

If you have brought a packed lunch or snacks with you then you can eat it in the **Conservatory**, where there are tables and chairs, or outside in the Park.



There are lots of quiet areas in the Park to eat a picnic lunch. It may smell of plants and flowers. There may be lots of squirrels and dogs running about. The temperature might change. You are welcome to return to the Museum afterwards.

## Activities:

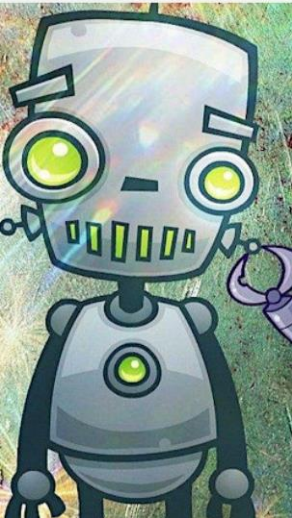


### **Become Object Detectives**

**11am – 12.30pm and 1.30pm – 3pm**

**Butler's Pantry, ground floor**

With help from our friendly volunteers. Take a close look at special objects from the Museum's collection, and discover what they could be.



### **Alien Egg Trail**

**12 noon – 12.45pm and 2pm – 2.45pm**

**Meet at Reception (entrance to Museum & shop)**

An alien family has landed at Gunnersbury and has made an 'eggstraordinary' mess! Now the alien mother's eggs are lost in the museum. Meet our 'alien expert', solve the clues and track down the missing eggs.



### **Get Creative at the junk modelling station**

**11am – 3pm**

**Dining Room, ground floor**

Choose from lots of different materials and textures to inspire you.

Please do come and create something to take home.



### **The smell of space (Special Exhibition gallery – 1 on Map)**

You are invited to lift the flap to smell.  
What does it remind you of?



### **3d models**

Throughout Set to Stun you will find 3d models of key objects which you will be invited to touch



### **Dressing like something from Outer Space**

You will find costumes and masks in the fashion gallery on the second floor. There is a large mirror on the wall in this room so you can see what you look like.

There is a smaller dressing up area for younger children in the Special Exhibition gallery on the ground floor.

## The Galleries

### Special Exhibition Gallery



The exhibits in this room tell the story of creating Sci-Fi in West London. The room is very close to the entrance and museum shop. There may be sound from other families entering the museum.

On this day the museum will reduce the sound levels of the music for Sci-Fi playing in this gallery.

A full size tv set for an Alien planet has been created here for you to explore. There are lighting panels on the set.

TV and Films often use special effects to make the sets look more mysterious and alien like. The lighting on the set includes a gentle haze effect. There is a slight smell. It is not a strong smell, but you may notice it. You may have smelt it before if you have been to the theatre and there has been a smoke effect.

### People and Place Gallery



This room shows some famous local people. It is close to the entrance and might feel a bit cooler than other rooms. It is more dimly lit than others. There may be sound coming from other families entering the museum. On this event day the museum will turn off the Audio Visual panel in the centre of the room to make this space more comfortable for guests who do not like bright lights.



### Skylight Gallery (Ground Floor)

This is a wide corridor with a very famous enemy of Doctor Who, safe in the case.

The large Stanhope Press is not in a case. It is good to try not to touch it as it is very old and fragile.

Go through the Skylight Room to get to the lift, stairs, toilets, Make and Take, Toys and Games Room, Cloakroom and the Lunch room.



### **The Drawing Room**

This room is large and bright rooms with natural light.

There are prosthetic masks in this room on the mantelpiece.

The Conservatory, for snacks and drinks is accessed via this room. But if you think the masks are too scary, there is another way into the Conservatory. Ask a member of staff to show you the way.

### **The Long Gallery – Chill out space**

When Gunnersbury was a home, this was the Rothschild family's favourite room to relax in. We will be adding comfortable chairs, rugs, beanbags and other soft items in order to make it into our chill out space for the day.



### **The Dining Room – Junk Modelling room**







### **The Toys and Games Room**

In this room there are toys and games to look at in a large case.

There are some toys and gamers to play with, mainly for younger children. It is likely to be noisy if other children are playing.



### **The Skylight Gallery (first floor)**

The Upper Skylight Room has a decorative balcony in the middle where families can look down into the Lower Skylight Gallery and the Dalek! This balcony has natural light. Along the walls are large photos taken by Lionel de Rothschild over 100 years ago. On this event day the photo lights will be turned off so those with light sensitivity can see them more easily.



### **The Home Gallery**

The Home Room has objects to look at on the walls and in drawers. At the end of the room there is a model living room from a 1960s home behind some glass.

There are items to touch and an interactive film experience at one end of the room. There will be a member of staff in this room to assist you if you want to try it. The experience contains fast moving images and the audio level is quite high. Do ask for advice as to whether it is suitable or might be enjoyable for you. If you enjoy computer games, you might enjoy it.

## **The Leisure Gallery**

You will find the robot, Marvin the Paranoid Android from *A Hitchhikers Guide to the Galaxy* in this room.



## **The Industry Gallery**

The Industry Room is in a large, dimly lit room. In the middle are two large, glass display cases with objects.

There will also be objects that are not in cases. It is understood these objects are very delicate. It is good to try not to touch these.

At one end of the room families can make their own prints using the printing stamps provided.



## **The Fashion Gallery**

The Fashion Gallery is another dimly lit room. The rooms are dimly lit to help look after the objects inside. There are lots of clothes worn by people in the past.

There are also some dressing up costumes in an open wardrobe that you can try on. There is a large mirror so that you can see what you look like.

**We hope you enjoy visiting the museum.  
Please let staff know what you thought of your visit.**